

# Alwa's Awakening

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THE 8-BIT EDITION

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**Instruction Booklet**

## *Thank you!*

You have just made a perfect choice by selecting and purchasing a quality product from Elden Pixels. Please read this manual carefully before starting your adventure.

## *Table of Contents*

- 02. TABLE OF CONTENTS
- 03. WORDS FROM THE DEVELOPERS
- 04. INTRODUCTION
- 05. LAND OF ALWA
- 06. CONTROLS
- 07. STARTING A NEW GAME
- 08. HOW TO PLAY
- 10. SAVING THE GAME
- 11. GAME DISPLAY
- 12. THE SUB-SCREENS
- 14. INVENTORY ITEMS
- 16. ENEMIES
- 24. HINTS
- 25. SUPPORT
- 26. NOTES



### *Let's make a game. It won't take long and it'll be easy!*

When we started this project many years ago we knew it would be a lot of work. We worked really hard and we were really proud of the original release that came out in 2017.

One thing that never happened though, was releasing the game on the hardware it was originally designed for. That's why it feels so amazing to finally be able to say - we did it!

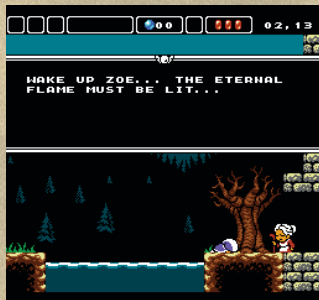
It wasn't easy remaking a game made for modern computers into something that would work and play like the original but we remade the rooms, updated the art, rewrote the code and finally played and played until we felt that this was the ultimate version. We call this release the 8-Bit Edition but it's more of a Director's Cut and finally it's on the console it was always meant to be.

From the bottom of our hearts - THANK YOU for supporting us all these years and we really hope that you enjoy Alwa's Awakening!

**Elden Pixels**

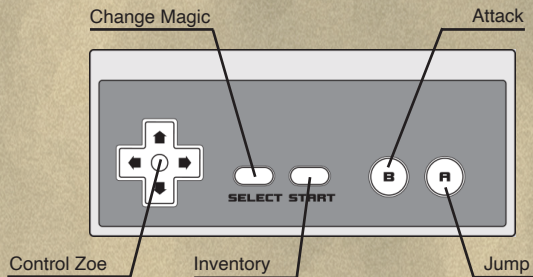
## *Wake up Zoe...*

An evil power plagues the people and it's up to you to set them free. You must travel to the land of Alwa and help the people living there to awaken from their nightmare... You are Zoe, a normal everyday girl who just happens to like to play video games. One late night when she's just enjoying her favourite game she suddenly finds herself dozing off and when she awakens she has been brought into the game and into the land of Alwa.









## *Controlling Zoe*

Use **LEFT** and **RIGHT** to control Zoe and **UP** and **DOWN** to climb ladders. You can also crouch by pressing **DOWN**.

Press **A** to jump. If you tap quickly you do a low jump but if you press and hold down the button you jump higher. Press **B** to attack enemies with the staff and hold **UP+B** to use the magic power currently selected.

Change magic with the **SELECT** button. The **START** button opens your inventory.

## *Starting a new game*

Select one of the three save files and press **START** to start a new adventure.

## *Loading a game*

When starting the game select **START GAME** and then choose a **SAVE FILE** to continue playing. You can also delete a save file by selecting **DELETE SAVE FILE** and pressing **A**. Then choose which save file to delete and press **A** again.





### *Upgrading your staff*

Collect different gemstones to upgrade your staff. There are five different stones to collect and finding them all is essential for your adventure in Alwa. They are automatically equipped when you pick them up.



#### *Green*

Gives you the ability to create a green block. The block can also be used to block fire projectiles.



#### *Blue*

Use this to create a bubble that floats upwards. By jumping on it you can reach higher places!



#### *Yellow*

Gives you the ability to perform an offensive magic attack. Use it to shoot enemies from a distance and to open certain doors.

You can also find upgrades to some of these gemstones. These are all important to find in order to save Alwa. When you've found an upgrade a small star is displayed next to the icon.



## *Portals / Warps*

Spread out through the land of Alwa are different WARPS. You activate one by entering the correct room. By using these you can instantly travel between different areas which saves a lot of time. Warps are marked on your map with a W icon.

## *How to talk to characters*

The land of Alwa is filled with interesting characters that'll help you in your journey. To engage in a conversation with someone just stand next to them and press **B**.

**TIP:** You can always skip the dialogue by pressing **B**.

## *Objective of the game*

In order to save the land of Alwa you must seek out the four Protectors, destroy them and collect their specific items. When you have collected them all, the path to your final challenge will open up. Each Protector is marked on the map, but it's up to you to find the correct way and the tools necessary to reach them.

**You must defeat Vicar to save the land. Are you strong enough to save Alwa?**

### *Saving your Game / Checkpoints*

You can save your progress by lighting the flame in a Checkpoint Room. Your game will then be saved and you can start where you left off the last time you played. Go near the flame and press **UP** or **B** to light a flame. The game also saves when you pick up a new Gemstone or item. If your energy is fully drained you'll respawn at this checkpoint.

**Tip:** Remember to save often! Save rooms are always marked with stars so keep an eye out!



## *Reading the Game Display*



1. This shows the current magic that you have equipped.
2. Mana Meter needed for using magic. Refills automatically after each use.
3. Numbers of Blue Orbs you have collected. There are a total of 99 in the land of Alwa.
4. If your Flask is filled with water it will automatically replenish your health when it reaches zero. But only if you get hit by a non-lethal enemy or object.
5. This shows Zoe's health. Getting hit by enemies depletes your health. If it reaches zero you respawn at the last activated checkpoint.
6. This shows the coordinates of the current room you're in.



## *How to understand the sub-screens*



If you press **START** you can access your Inventory screen. You first need to find the **MAP** item before the rooms you visited are shown on the map.

- **MAGIC** - This shows the current magic you have equipped.
- **ITEMS** - The different items you have collected.
- **OTHERS** - The Boss Items you have collected, keys, Stone Tablet pieces and the number of Blue Orbs found.



- **MAP** - Shows rooms you have visited and the location of the Protectors.  
Also shows Checkpoints and WARPS.
- **SETTINGS** - Allows you to change various game settings.
- **QUIT** - Selecting this will exit the game.

### *Losing the game*

If you lose all your health it's Game Over. From the Game Over screen, select Continue to go on with your quest or select End to go to the Main Menu.



### *Collecting all the items*

You can find many items on your adventure. Just go near an item and you will pick it up and automatically equip it.



#### *Map*

Shows the land of Alwa and the rooms you have visited.



#### *Book Of Sutter*

Doubles the amount of damage you deal with your staff.



#### *Flask*

Can be filled with water from wells. Replenishes health when used.



#### *Copper Coin*

A shiny object that looks very valuable.



### ***Big Key***

Opens up the locked door in Amethyst Passage.



### ***Eye Of The Beholder***

Makes you see things that normally are invisible.

## ***Blue Orbs***

Collect Blue Orbs to become more powerful when fighting the Protectors. There are 99 in total in the land of Alwa and if you check your INVENTORY you can see how many you've collected.

## ***Boss Items***

When you defeat the four Protectors they each drop a unique item. You will need all four to unlock the path leading up to your final challenge. Each item will be displayed on your Inventory Screen.

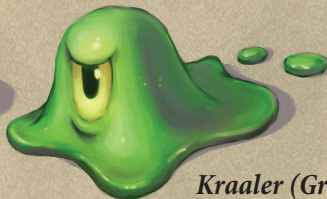




*Kragen*



*Mela*



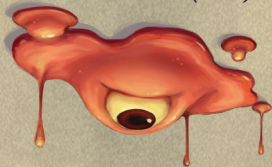
*Kraaler (Green)*



*Chuck*



*Kraaler (Red)*



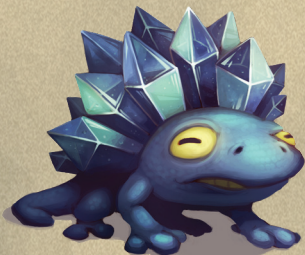
*Bonefire*



*Sander*



*Valo (Red)*



*Cryzard*



*Torne*

*Firefox*



*Vinge*



*Chuck (Red)*

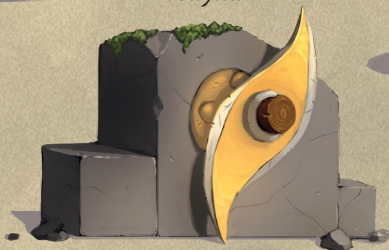






*Gast (Purple)*

*Vedyxa*



*Gast*



*Blaargher*



*Kragen (Green)*



*Magiker*



*Valo (Blue)*



*Torne (Lightning Bolt)*



*Keira*

*Ghoul*



*Plime*



*Silverfox*



*Oga*





## *Hints*

- Your magic block can protect you from enemy projectiles.
- Always explore your surroundings! The land of Alwa is filled with secrets.
- Collecting Blue Orbs helps you when fighting the Protectors, so make sure you pick them all up!
- Always check your map to see where you should go next.
- Remember to come back to areas when you have unlocked new abilities. New paths may have opened.
- Throughout the land you can find pieces from a stone tablet. If you collect them all something interesting might happen...





## *Support Information*

ALWA'S AWAKENING is an extremely powerful entertainment product and incorporates state-of-the-art hi-definition graphics, sound and music so it's important you follow the instructions CAREFULLY and VERY ACCURATELY. Please enjoy this entertainment product responsibly. Contact us if you have any questions about the game or this cartridge.

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All enemy illustrations made by Tobias Mattsson  
Zoe illustration made by Manuel Samolo

## *Elden Pixels*

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**Pixel Artist** - Alexander Berggren

**External Programmer** - Brad Smith



**Special thanks to everyone who helped us to make this game!**

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